

FIG. 2

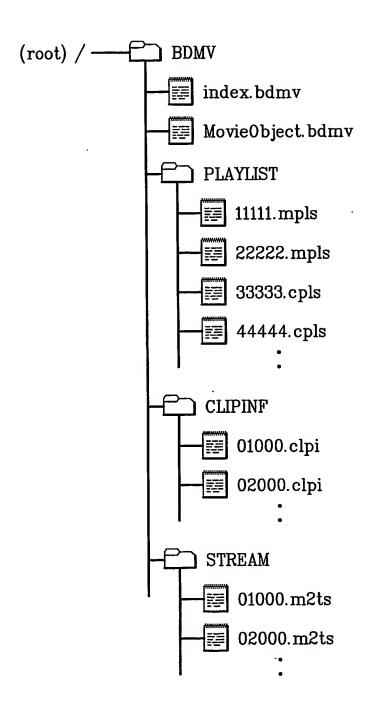


FIG. 3A

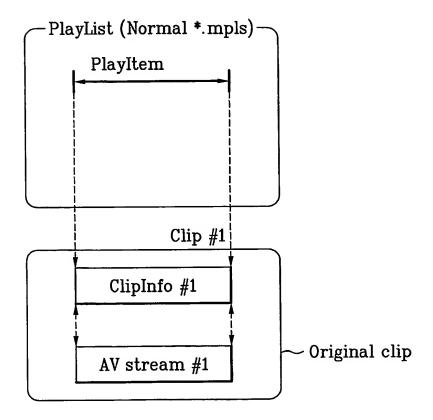


FIG. 3B

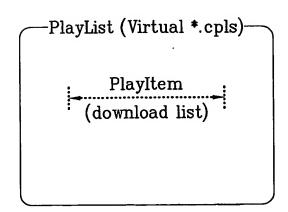


FIG. 3C

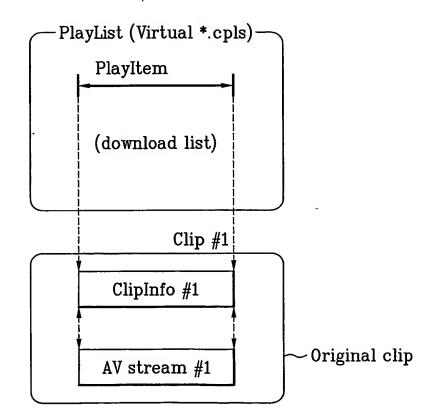


FIG. 3D

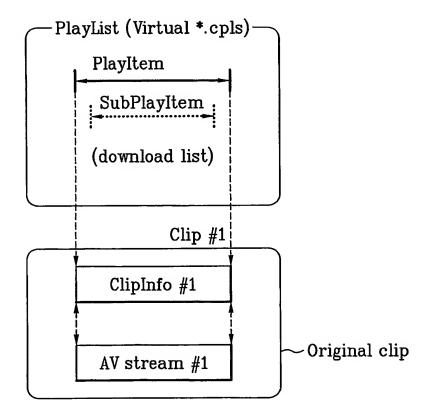


FIG. 4

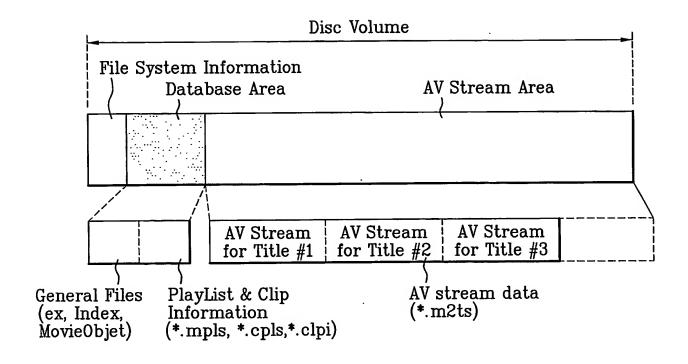


FIG. 5A

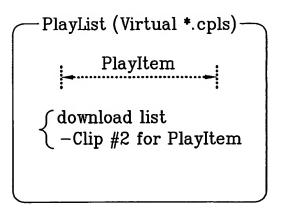


FIG. 5B

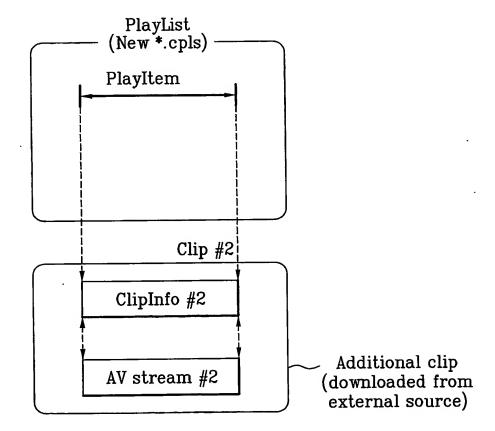


FIG. 6A

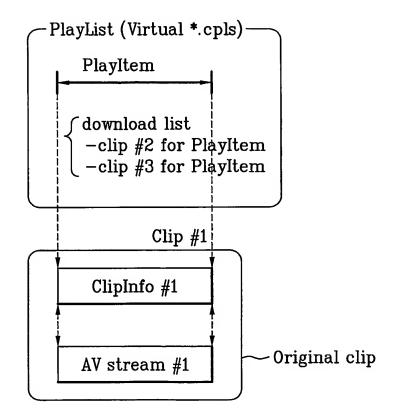
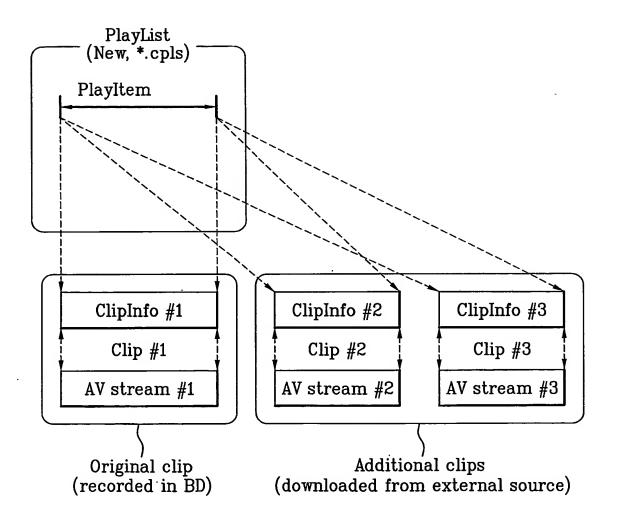


FIG. 6B



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FIG. 7A

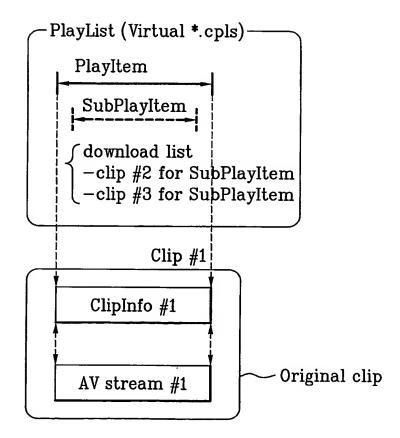
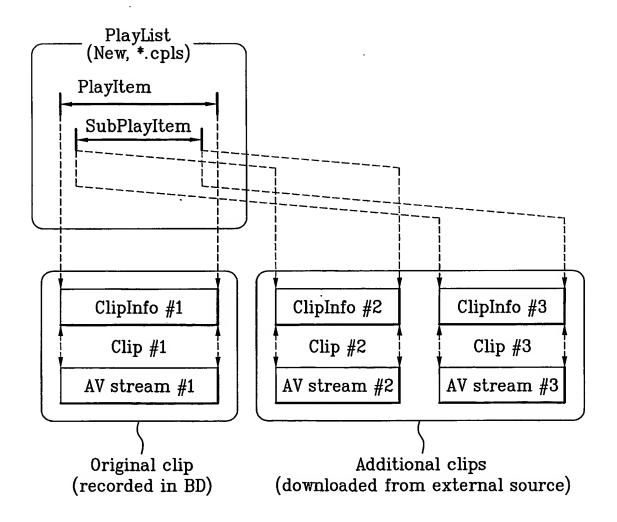


FIG. 7B



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FIG. 8A

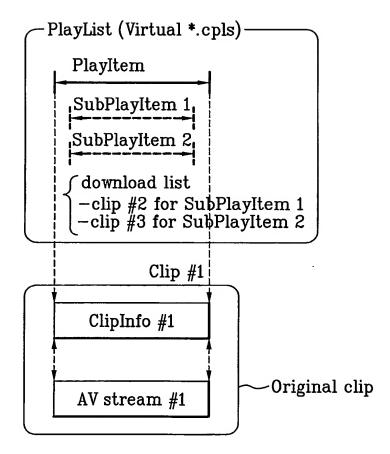


FIG. 8B

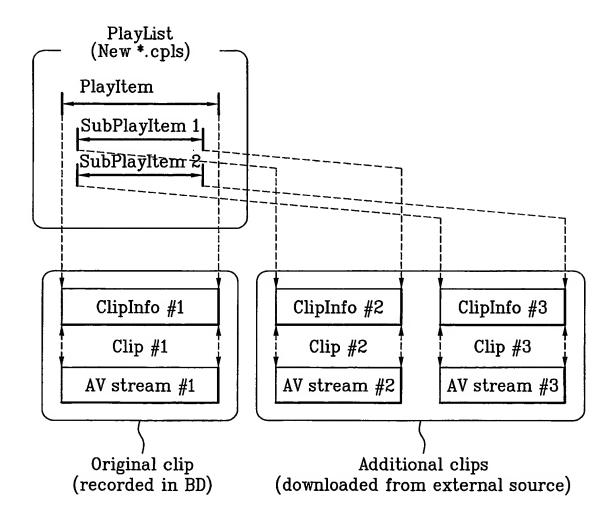


FIG. 9

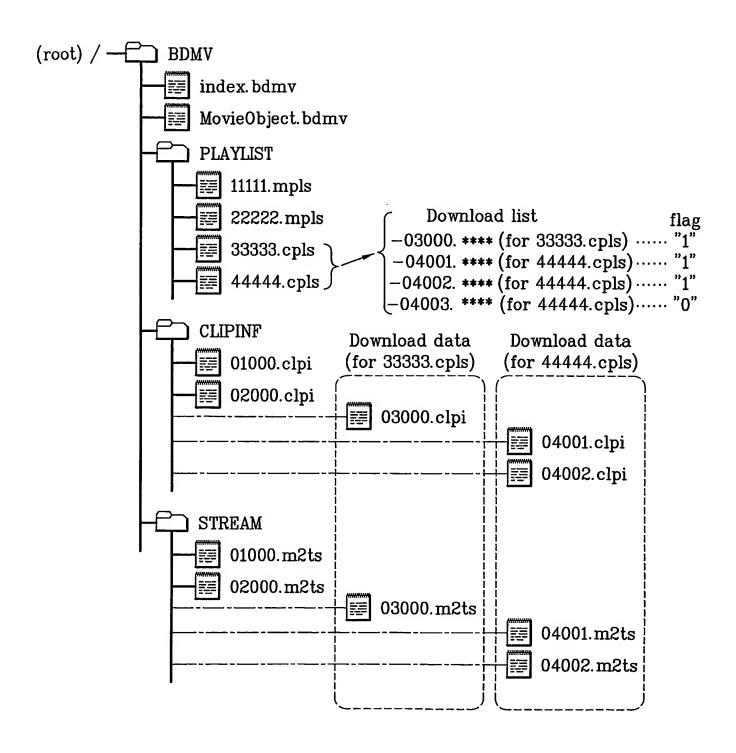


FIG. 10A

```
PID_Table () {
    length
    number_of_PID_entries
    for (k=0: k< number_of_PID_entries: k++) {
        ref_to_stream_PID(k)
        attributes
        sub_PlayItem_num
        }
}
```

FIG. 10B

Composite PID_Table (or Playable_PID_entries)

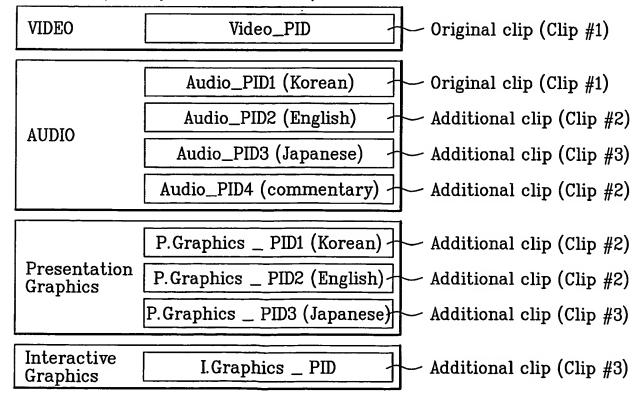


FIG. 10C

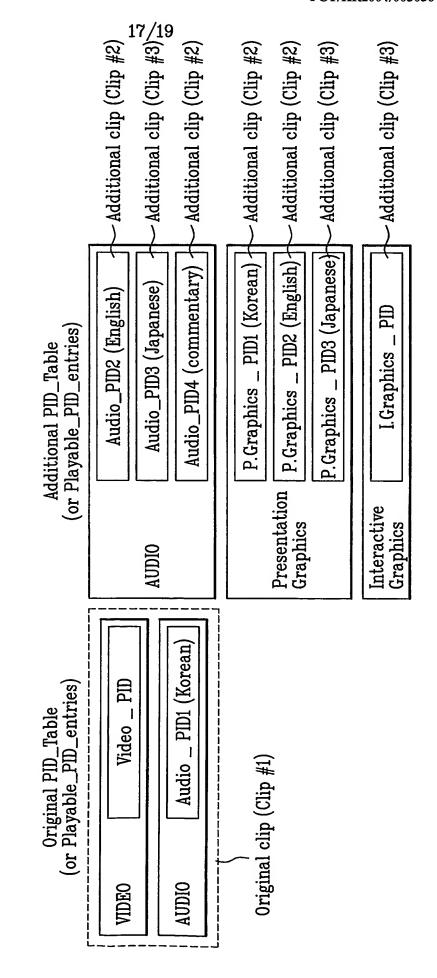


FIG. 11

